LEGO ADVENTURERS

Inhouse Preliminary Design
Confidential and Proprietary
Mindscape, Inc. July 23rd 1997

PRODUCT OVERVIEW

Dig is a High Adventure 3D - CD Action game that utilizes the immersive navigation techniques created for LEGO Island.

Presented through a character driven storyline, *Dig* is rich with interactivity, humorously engaging animations and original music. It provides a focused multi-leveled play experience with traditional LEGO values and an emphasis on Adventure.

This game encourages building, thinking and discovery. By using your wits to solve challenges, you compete in a fast paced quest through mazes and creative environments. Characters will compete against you for rewards and will stop at nothing to win. They will deconstruct bridges, gates and tunnels forcing you to take alternate routes or to reconstruct what is missing. You, of course, can do the same to them. There are good guys to help you out. They will help remove obstacles and offer suggestions to solving problems. There are secret rooms and chambers that house activities. These activities are an integral part of the game play as they open doors, offer clues and provide rewards for your advancement. You hunt for the lost treasure and once found will trigger a higher level of danger and excitement as you try to escape from being entombed. If successful, the ultimate challenge begins: to hunt, to chase and to deconstruct the bad toys and return the treasure to its rightful spot.

This game is about finding a treasure and returning it to its rightful owner.
It is also about friendship and using your LEGO skills to solve challenging problems.

There are three levels of game play:

Level 1: Find the treasure in a high speed, problem-solving hunt

Register, receive information, select inventory, meet the characters and accept the challenge.

Solve a riddle and the lost city rises up from the sand.

Building, music, art, language and solving puzzles allow access to chambers in this ancient underground maze setting. The object of level one is to find and return the treasure to its' proper place...and to survive.

Bad guys will distract you by blocking tunnels and stealing your inventory.

Good guys will help you by assisting in removing obstacles, offering advice to solving puzzles and trading inventory items.

Skeletons and mummies, the guardians of OGEL will try to capture and to entomb all that moves

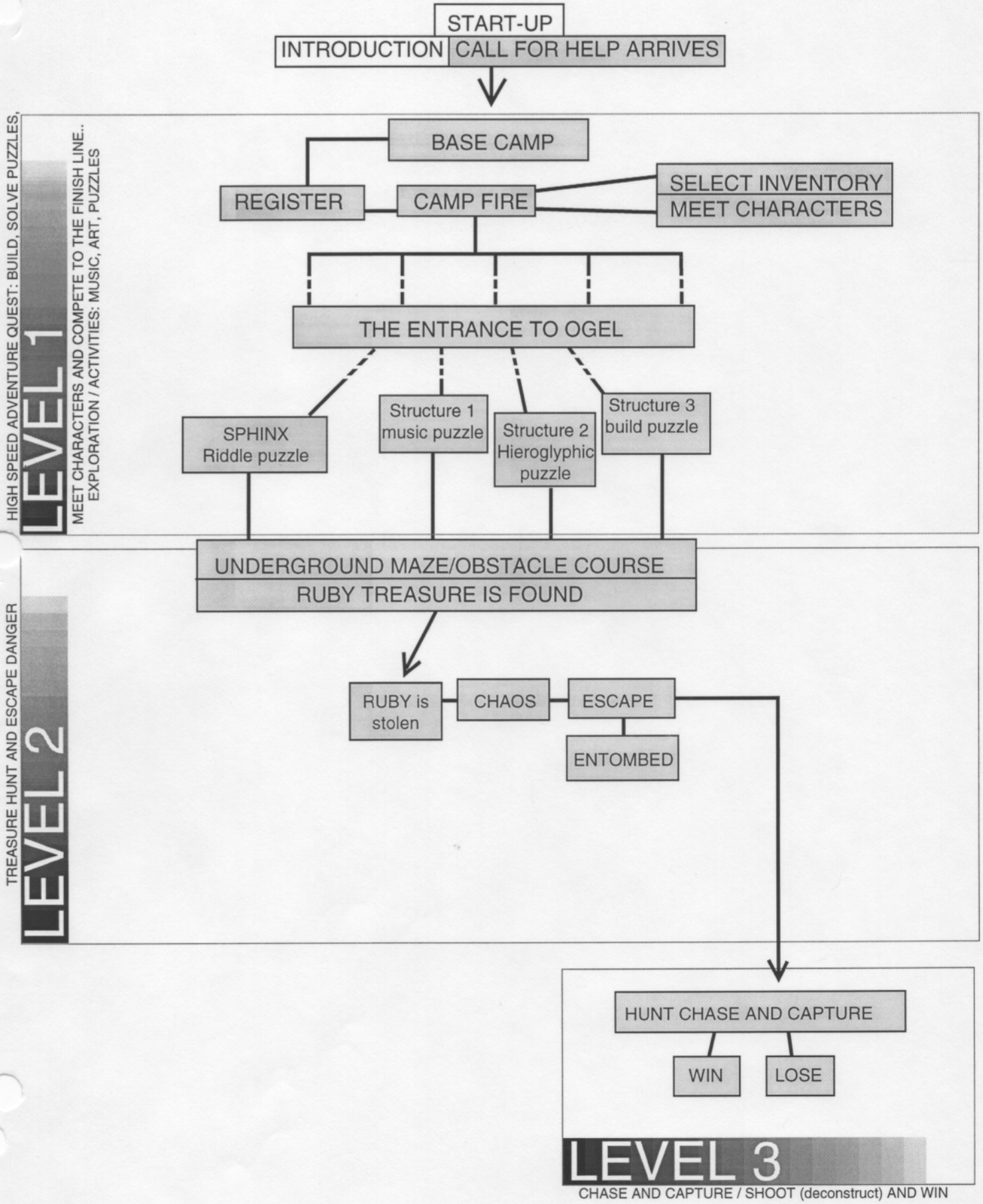
It is a High Speed Adventure Quest: Build, Solve puzzles, Meet characters and Compete to reach the secret treasure through mazes & obstacles for the purpose of saving a mythical city and those explorers trapped below.

Level 2: Escape

Treasure hunt success triggers a new level of adventure and danger as you must escape the underground mazes or face being entombed...forever.

Level 3: Chase, Shoot and Capture

Escape successfully and accept the challenge to Chase and to Capture the bad toys who have stolen the treasure. Shoot (deconstruct) and win!


START-UP
INTRODUCTION
CALL FOR HELP ARRIVES
HIGH SPEED ADVENTURE QUEST: BUILD, SOLVE PUZZLES,
LEVEL 1
MEET CHARACTERS AND COMPETE TO THE FINISH LINE..
EXPLORATION / ACTIVITIES: MUSIC, ART, PUZZLES
BASE CAMP
REGISTER
CAMP FIRE
SELECT INVENTORY
MEET CHARACTERS
THE ENTRANCE TO OGEL
SPHINX
Riddle puzzle
Structure 1
music puzzle
Structure 2
Hieroglyphic
puzzle
Structure 3
build puzzle
TREASURE HUNT AND ESCAPE DANGER
LEVEL 2
UNDERGROUND MAZE/OBSTACLE COURSE
RUBY TREASURE IS FOUND
RUBY is
stolen
CHAOS
ESCAPE
ENTOMBED
HUNT CHASE AND CAPTURE
WIN
LOSE
LEVEL 3
CHASE AND CAPTURE / SHOOT (deconstruct) AND WIN

THE STORY

Surrounded by the sand, which is there, the Desert Ala Mode is a forbidding environment even with a seasoned guide. Then why go there, you might ask. Good question and not an easy one to answer although you will get several rather convincing reasons from several rather convincing people why you should, each reason more convincing than the last.

. You see: somewhere in the vast Desert Ala Mode is the Forgotten City of OGEL...or so they say.

OGEL, once the biggest and the most popular city in the known (possibly even the unknown) world, has vanished but not in our stories. It is said that over time as the years passed (more than a gazillion), the climates changed, the cultures changed, the languages changed. Even the skies have changed. Stars once over there are now over here. But the stories of **OGEL** endured, brooding and numinous; wrapped in mystery. Our stories remained but the city didn't. **OGEL**. Sand engulfed it. Time eroded it. It seemed to be lost, forgotten.

And yet, at widely separated intervals (every 5 millennium or so) a benevolent ruler would attempt to find it, to restore it, to examine it and to have fun with it. Then it would happen again. Climates changed, Cultures changed, Languages changed, even the skies changed. Sands buried the city and the people would all but forget about **OGEL** yet the stories of a fabulous forgotten city remained. The rumors and myths of the forgotten city has it that riches and fun beyond belief are still to be found there. Buried, deep, hidden by mystery.

We find ourselves now drawn into a strange and unexpected area of adventure. Like souls on the way of the Dead, we have to pass through dark kingdoms of the afterworld, to navigate its narrow corridors, flooded passageways and hidden chambers there to confront the challenges that await in this land called **OGEL**; the Forgotten City.

The only problem in getting there, without access to a time machine, is that none of us, not even the most distinguished Archeologists, Doctors, Adventurers, and Heroes can tell us where it is or if it is really there at all.

But through the ***modern miracle of multimedia...***

You are invited, in fact urgently requested, to join a high speed expedition to **OGEL** to find the lost treasure, that is if you're brave enough to face the dangers. There are mazes, puzzles, and the natural hazards of snakes, scorpions, quick sand and rock slides. Not to mention the not so natural disasters of the supernatural.
There are many other unpredictable dangers as well- like the inhospitable grave robbers, treasure hunters and fame seekers that may want to (and usually do) prevent you from ever finding the city or its treasures.
You race against the competitors through several creative environments into secret passageways, to hidden chambers, through mazes and labrynths to search for clues and solve puzzles to reach the entrance of the Treasure Chamber. You must observe, you must anticipate and you must think and then you will find the treasure of **OGEL**. There are several entrances, but only one is accessible per expedition. You need to get there fast before the Bad Toys do. As explained by the Infomaniac when you begin, the Bad Toys' greed will destroy **OGEL** again and only you can stop this from happening but you've got to get there first.
A hieroglyphic puzzle awaits. Once located, you must decipher it correctly and **OGEL** rises majestically from the sand.
However...mysteries, mazes, booby traps, obstacles, and the not so hospitable fellow travelers await you at every turn.
If you are skillful enough to arrive safely, the fun really begins.
With the assistance of a guide and an inventory of supplies, like the newly invented "Spirit Translator", the Hieroglyphic Translator, Archeological Tools of the Trade (ground penetrating radar, picks and shovels), Weapons and your Wits you discover a wealth of fun and perhaps some interesting insights into this ancient civilization.
Once in **OGEL**, you are in a world of Riddles, Puzzles, Creativity, Discovery and Good Play as well as danger.
Puzzles and clues, if solved correctly, open secret doorways to secret chambers. Some solutions to opening doors involve building, critical thinking, listening and deciphering hieroglyphic messages.
Different chambers contain different activities like: free form builds, music composition, Follow the bouncing ball singing, hieroglyphic painting for messages and access to the Internet. Some chambers are very dangerous and you better be armed because someone will be shooting at you.
If you are clever enough to unravel the secrets of **OGEL** and discover the hidden chambers where secret treasures are, you will discover far more than any LEGO adventurer has discovered before.

The Ruby, The Rosetta Brick, The Silver Brick, and more.

Treasure! The only catch is that everyone, and I mean everyone, is searching for those treasures and some of them will stop at nothing to own them all.If one of these more unscrupulous characters should discover them first, disaster is inevitable. It is up to you to stop them-to catch them and to save **OGEL**. Meanwhile, the mummies and skeletons, the guardians of **OGEL**, are attempting to stop everyone-even you. Good Luck!

GAME PLAY

LEVEL I:

Intro: A call for help arrives as if on the wind.
The voice of the Infomanaic breaks through the static and the fog slowly parts revealing a vast desert landscape. " Mayday Mayday- S.O.S. HELP! " the call gets louder and louder as you descend. A scorpion scuttles about, a snake slithers by and suddenly a head of what appears to be a jackal rises up from the sand. It is a box of sorts; a chest. You move now towards this box, this tomb which is an anubis (kit model with jackel top and a spear lever). The handle of the structure is wiggling about. " In here! I'm trapped in here. Open the box! " The user (you) is prompted to click on the lever. If you do not after X amount of time (<3 sec.) another line is given..." click on the lever" (etc.). When you click, the game starts...

I) Start.
The Infomaniac jumps out of the box, once the lever is clicked. He shouts: "Quick! Save OGEL!" He apologizes for this outburst and briefly describes his predicament, thanks you profusely and produces a tent, a campfire and a couple of palm trees from his hat. They all land in a tidy arrangement. He then invites you inside to register in the Expedition Journal. He wants to keep track of you incase you too get lost or entombed. Several explorers before you have never returned. He then explains your call to action and your expedition: The city of **OGEL**, recently discovered or more accurately rediscovered, has been raided by some very unscrupulous bad guys. They have plundered the treasure tombs the results of which are rather disasterous. The treasure they have stolen causes **OGEL** to deconstruct.

The guardians of **OGEL** in their efforts to save **OGEL** will capture and entomb all that they can find which unfortunately includes many innocent explorers and tourists. **OGEL** is doomed unless...you Find the entrance to and the treasure of **OGEL** and return it to its' proper place. You must find the ruby before the bad guys do. Although they did steal it once, they never quite made it out with the treasure. The treasure is lost somewhere in the secret chambers below and a new bunch of bad guys are out to find it for themselves.

The tent is enormous inside despite the deceptively small exterior. Once inside you:

A) Register in the Expedition log book
Enter your name by clicking on letters
or select a previously entered game

B) Click on the Infomaniac for more information/help.
Each click will tell you something you may need to know like How to navigate, how to jump, what to look out for, the story of **OGEL** and various pointers for game play and survival. He is your unobtrusive help. Click on him for information.
There is a prompt cycle. After 20 seconds, the Infomaniac will remind you to click on him for additional help

C) misc. hotspots: Radio with music and news, a Map of **OGEL** showing locations of the entrances (5), Archeological finds, etc.

It is very important that you find and solve the puzzle to the entrance of **OGEL** first as the Infomaniac will surely explain to you when you arrive. Some very notorious characters with very notorious play ground behavior will, if they get to the treasures of **OGEL** first, steal what they can and destroy what they can't. They will ruin the fun for everybody, so it's up to you to make sure they don't. In fact, that's why you were chosen: to save **OGEL**. Find and return the treasures and rescue the lost explorers. You can be trusted.

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2) Outside: There is a campfire where explorers usually rendevous. They trade inventory items and stories. They discuss their adventures and theories on where the ruby might be and how to open the entrances to **OGEL** visible from the campfire. The campfire is a short distance outside the tent. To get there you navigate through a small maze of palm trees. At the campfire is a supply chest that is wiggling. You hear a faint voice. It is the voice of Pepper who is trapped inside. If you figure out how to free him (combination lock) then you've got a friend.

He explains inventory items and offers to be your guide, your friend. You select your inventory items and Pepper puts them in his pack for later use. He even offers to carry the pack for you...what a pal!
Inventory: The Spirit Translator (a contraversal invention in Beta/may or may not work), Snake Bite Kit, Maps, shovels, picks, Scorpion Squasher and more

3) Entrance to OGEL: One of five are available per game play. Solve a puzzle (1] Interpret the hieroglyphic code 2] Building 3] Follow a riddle) and **OGEL** rises majestically from the sand.

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1) Arrival

Upon your successful entry to **OGEL**, you will meet King Rom Dot Com who will describe **OGEL** and it's mysteries. He speaks in riddles which are sometimes pretty tricky to figure out. Fortunately for you, Pepper, who is a friend to all things made of **LEGO** bricks, is there to help. Pepper is on an adventure of his own and kind of knows his way around. (More about why Pepper is here later.) Pepper, being the kind of kid he is, offers to hang with you. He acts as a guide of sorts but mostly he's just a good friend. You can help each other out. Pepper offers to carry your pack so when you need an inventory item, you can just click on the pack. Sometimes, he knows additional clues for solving puzzles. Sometimes he doesn't. You can follow him or not. Sometimes Pepper will suggest that you split up and meet somewhere else later.
Anyway, you soon learn, as if you didn't know already ,that there is a lot of reasons to start exploring **OGEL**...but yours is to find the ruby and put it back.

So why is Pepper in **OGEL**? Pepper is looking for his long lost dad, Rootin' Tootin' Roni, who disappeared from LEGO Island years ago. He came here to discover the mysteries of **OGEL**, to learn about this ancient civilization, to find new answers to old questions and new questions for old answers. Rootin Tootin Roni discovered **OGEL** about a zillion years ago. Unfortunately, news spread about the treasures and soon oodles of bad guys showed up to steal what ever they could find. Someone tried to make off with the most powerful treasure of all: The **OGEL** Ruby. The thief never quite made it out though. He couldn't quite escape in time. The Ruby remains somewhere in there and so does Pepper's Dad.
New Bad Guys are here today for the same old bad guy reasons: to steal stuff. Watch out! If it's not snapped down, they'll take it.

2) Action
Solve puzzles and riddles, decipher hieroglyphics and take risks to enter secret chambers. Different chambers contain different activities like: free form builds, music composition, 'follow-the-bouncing-ball' singing-a-long, hieroglyph painting room. Some chambers are very dangerous and still other chambers hold treasures whose powers are unknown.
Chamber Activities are a means to opening doors and passageways for further exploration. For example, the Music Composition Chamber provides a free form build activity where the bricks make sounds and you make music. Each brick placed on the base plate will have a note or sound effect
attached. Once your build is complete, select the play lever and your construction will play. Songs will open certain doors.
During this exploration in Level One, good guys may show up or you may run into bad guys. Bad Guys will try to sabatoge your efforts by blocking passageways, complicating puzzles and stealing your inventory. Good guys may show up to help you remove obstacles, simplifying puzzles or offer to trade inventory.
Mummies, skeletons and ghosts are attempting to entomb everyone (bad or good). They drag their victims and hide them in boxes, like what happened to the Infomaniac and to Pepper when you first showed up. If you see a box wiggling, you can save whose ever in ther but be careful! You may end up springing a bad guy. If you ever get caught by a mummy or a skeleton, just hope that a friend is nearby to free you.
Finding the treasure triggers Level 2...

3) Goals

Search for the treasure with all the means possible. For instance: follow a 3D sound through the passage ways, listen to clues, follow Pepper, solve puzzles and just play heads -up exploration. As you explore, the caverns get deeper and deeper, more mysterious and dangerous. When the Ruby is finally found...You must grab it and return it to the main Treasure Tomb, however the bad guys show up as though they were following you all along. They will steal from you the most powerful treasure of all; The Ruby....and boy, oh boy.. Chaos with a capital "C" follows and LEVEL 2 begins.

LEVEL 2

The Ruby Is stolen (again)! This Ruby is the heart of **OGEL**. It is the Forgotten City's memory chip. You soon learn that the Forgotten City is the Forgetful City. Remove it and chaos reigns. The Ruby once sat and should still be sitting on a Rube Goldbergian structure. Once removed, the Ruby will trigger a sequence of bizarre consequences. You see: light normally strikes the Ruby from a shaft in the walls. Once the ruby is removed, the light is cut off and **OGEL** is plunged into a kind of darkness.

You discover that to undo what damage has been done, you must return the ruby, but it's not that easy.

The Ruby's removal awakens even more Spirits, Skeletons, and Mummies (the Guardians of **OGEL**) who will and try to entomb everyone and everything they can to save what remains in **OGEL**.

They may take Pepper as a hostage. They will try to take you. Your weapons against the Guardians is the Debricker and the Spirit Translator. The Guardians as well as the bad toys will set up blocks and obstacles. They will dynamite some exits and entrances shut forcing you to take alternate routes. They will try to entomb you forever. If you're caught, just hope that Pepper is free or that one of the good guys can find you.

The adventure in LEVEL 2 is to escape from the trap.

Escape as **OGEL** begins to fall apart and drop back into the sand. Reach the surface safely and you have reached LEVEL 3.

LEVEL 3

Chase the thief of the Ruby who may be oblivious to it's powers. To recover and return the Ruby won't be easy, because the Bad Guys are armed and dangerous. You must Hunt, Chase and Shoot to Deconstruct the bad guys and their vehicles to recapture the treasure.

Obstacles and mazes add to your challenge, but your biggest challenge is that you're being shot at. You will have to shoot back to defend yourself, and retrieve the treasures.. Good luck!

You reach level three by successfully escaping from the **OGEL** underground.

On the surface is a couple of cars and you watch as the bad guys jump in and take off with the Ruby. Fortunately, one car remains... and **OGEL** is sinking fast. Get in the car and get that Ruby back! You have a debricker in your vehicle that will shoot a variety of bricks knocking bricks off the bad guys car to stop them. Stop them and you win...but of course, they have debrickers too!

THE CHARACTERS

KING ROM DOT COM (the Pharaoh)
KIT ATTAWAY (the Ace Pilot)
COLONEL or BARON VON BRICKOFF of BUILDOVIA (Bad Guy adventurer)
PROFESSOR FITZ BRICKSWORTHY (Archeologist)
DOCTOR B. PILTDOWN (the Bad Guy)
DOUGLAS "DIGGER" McBUILDER (the Hero)
LUCIE BRICK (the Heroine)
THE INFOMANIAC (as your Host)
PEPPER (everybody's friend and "Dude with the Food!")
THE BRICKSTER (Bad to the brick ring-leader during level 4)
PLUS many Spirits, Skeletons, and Mummies, Anubis (Jackal Guards), Crocodile Guards as well as many snakes and scorpions, Parrots, 2D characters (falcons, scarabs)

Misc. Characters:
Radio D.J. Guy, Mr. and Mrs. P.C. Goodplay, Papa "Rootin-Tootin" Roni, Queen GoleGee(pronounced Golly Gee), Doctor N.O. Vate, Crystal Gelo (pronounced Jell-O), and X. Cavator (excavator), Ranger Red, the bats

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KING ROM DOT COM, the Pharaoh of **OGEL**, speaks in riddles. Figure them out and you've found major clues to opening doors, solving puzzles, discovering treasures, or simply a good joke. Although there is an air of mystery to the Pharaoh, research indicates that in the year gazillion two one B4U (before you), King Rom Dot Com was the ruler of all bricks, the lord of all clicks. Although the city of **OGEL** has disappeared buried in the sands of time and forgotten by most everyone, King Rom Dot Com stayed. He knows just about everything there is to know about **OGEL** but his culture, his language is from, well, several gazillion years ago so it's sometimes tricky to figure out what he's talking about.
(To be continued)
KING ROM DOT COM sounds like James Earl Jones.

KIT ATTAWAY, the Ace Pilot, is more home in the air than he is on the ground. His plane crashed some time ago leaving him stranded for quite some time now. He can never manage to get his "land legs" working too well. Kit is an 'ace' in more than just flying. His math skills are intricately tied in to his ability to fly planes. To say Kit is brave would be a major understatement. Suffice it to say that no one would ever attempt the stunts he pulls off.
He's the kind of guy that could get you in trouble on the playground by his charismatic challenges. "Hey, let's go on the roof!" that sort of thing. He's here, allegedly, for the adventure. He's great help when it comes to solving some puzzles. (To be continued)
Kit has a Texas drawl.

COLONEL or BARON VON BRICKOFF of BUILDOVIA, His name often changes and so does his story. Colonel or Baron Brickoff is a veteran of the great war. Which one is rather hard to determine and which side is even more dubious, This continental adventurer and this arrogant art collector envies the accomplishments and possessions of anyone he happens to be with, even you! He can not be trusted. (To be continued)
Colonel or Baron sounds like Kenny Mars in "Young Frankenstein". His accent can change in mid sentence

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PROFESSOR FITZ BRICKSWORTHY, B.A., B.S., B.F.A., M.A., Ph.D., L.E.G.O. is a renowned Archeologist and is, needless to say, somewhat overeducated. His enthusiasm for discovery is overshadowed by his pride of already knowing all about it. His goal is to make academic history by uncovering the Forgotten City of OGEL. His verbosity is often seen as a bunch of hot air which can come in pretty handy in solving some puzzles.
(To be continued)
Professor has a erudite British academic voice.

DOCTOR B. PILTDOWN (the bad Guy). For a while, I thought that the B. stands for Brickster but I was wrong. Actually, the B. stands for Badtoy. Yes, his full name is Badtoy Piltdown. This sleazy, yet somewhat charismatic Doctor is, of course, capable of anything that could be described as "bad". Badtoy has been known to say that friends are the easiest to steal from so his intentions are rather obvious: GREED! He is to be avoided which is often difficult to do. (To be continued)
Badtoy has a Michael Caine like cockney accent.

DOUGLAS "DIGGER" McBUILDER (the Hero). A bit of a cowboy, a bit of a boy scout, Digger lives by a code of ethics and values. He always thinks if it's the right thing before he does anything. If he had a middle name it would probably be "Good Play". His intentions are rather honorable but his timing is often inappropriate.
Digger sounds kind of like Dudley Dooright (To be continued)

LUCIE BRICK (the Heroine) She's got "pep". Lucie can run faster, drive better and shoot straighter than just about anyone around. She hopes to be a movie star someday and is sure she'll be discovered by the Hollywood when she helps discover **OGEL**. A voice like a lark, Lucie sings at the drop of her hat. She is a bit of a Flapper, reminiscent of Dorothy Parker in her outlook.

THE INFOMANIAC (Your Host). If you don't know who the Infomaniac is by now, you must have had your head buried in sand for a gazillion years or so.

PEPPER The best friend any kid could have> Pepper will help you out of a jam and into building a solution any time you need him.

THE BRICKSTER Back again and no doubt behind it all. All that is wrong, that is. He steals anything he can from anybody and takes stuff apart which, as you know, is the Brickster's all time favorite activity....to take apart the world.

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many **SPIRITS** and **SKELETONS**
The guardians of OGEL. Most have a one-track mind ...to capture anything that moves. Stay still and they might not see you

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many **SNAKES** and **SCORPIONS**(non speaking)
As in real life, these snakes and scorpions, if treated with respect are not dangerous. Of course, if you disturb them or their nest, or if someone else disturbs them- they'll attack. Their sting can, well, sting. You have 4 seconds to reach for the snake bite kit or you're in trouble. Their venomous
bites , if not treated, will cause you to black out and if you're lucky enough-you'll find yourself eventually being revived by the Infomaniac or some passing by- good guy.(I'm just guessing).

MUMMIES: Hard to say what they are like. Some are helpful, some are misleading, some are friendly, some are not. Some definitely not. You just have to click on them when you find them and find out

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Misc. Characters:

Radio D.J.: The peppy D.J., news reporter, weather and sports guy. Sometimes A.M., sometimes F.M. but always on the air when you select the radio.

Mr. and Mrs. P.C. Goodplay: Two tourists that are lost. Always arguing (in a nice way though-they actually really like each other) and they are always lost. They are actually recurring gag obstacles.

Papa "Rootin-Tootin" Roni: Pepper's real dad who disappeared on an adventure years ago. Rootin Tootin is a salt of the earth, fun loving, adventurous dude who's seen it all. The perfect dad, really. He knows a lot, he knows fun, hard work and can answer or show you how to figure out most things. Kind of like a nice Hemingway. The only catch with Rootin Tootin is he never had time for a family. If Pepper can find him (you can help him), it would mean a lot.

Queen Gole Gee (pronounce: Golly Gee)**:** like Cleopatra, the Queen of Denial, she mesmerizes, hypnotizes and makes guys goofy with amore. She's got style.

Dr. N.O. Vate: Encyclopedic and enthusiastic, she has a plausible explanation for most everything that you would encounter.

Crystal Gelo (Jell-O) and **X. Cavator** (excavator): Two very New Age adventurers. They tend to find the absurd explanation in their quest for "truth". They are convinced that Martians built the pyramids and find some inaccurate clues to solving puzzles. Their help is actually an interference.

Ranger Red: Park Ranger on holiday who offers out door tips and survival skills.

The Bats: Like a Greek chorus, the bats will comment aside on your activities. A source for help and orientation.

LOCATIONS

Base Camp:
Tent: huge interior
Registration book
Inventory/supply chests
Maps, radio, archeological finds and various Hotspots

Palm trees (maze)
River/Bridge
Campfire

Entrance to OGEL
5 entrances/ one available per play. Solve a puzzle to trigger **OGEL** rising from the sand
An intricate criss-crossing underground maze of tunnels, paths and bridges.
Many entrances to each chamber is blocked by a gate that requires puzzle solving.

Sphinx/Main Structure:
Riddles, characters
Structure 1:
Music puzzles
Structure 2:
Art and hieroglyphic puzzles
Structure 3:
Build puzzles

Level 3 Exterior/Landscape
An intricate maze of roads and tunnels through cliffs and vast desert vallies with an occassional oasis or two about. A river with rebuildable bridges.

THE SECRET CHAMBERS OF OGEL

OGEL, once discovered, resembles the Giza Horizon of ancient Egypt in that there are the following structures:
A Sphinx-like monument and 3 sub structures .
The layout of these edifices are such that they mirror the skies. The Center directly below the meridian.
Stars are aligned perfectly over each structure and will shine brightly through the shafts in the pyramids pointing the way to secret chambers. Each pyramid has many chambers; some small and contain hotspots, gag animations, treasures or riddles while others contain major activities and game play.
A riddle and a puzzle is required to enter (see Riddles and Puzzles)
Each Pyramid has a theme:

Structure 1: Music:
Several chambers are hidden inside this structure and require some thinking to access the doorways

Chamber 1: The Music Construction chamber:
A free form build: each brick has a unique sound effect or a note associated with it. The contraption that you build will produce melodious and sometimes not so melodious effects with a click once completed....Mummies and skeletons will dance about. It will open one of several doors depending upon the tune played
Chamber 2) Sing-a-long ...Choose a song (one of 6 available) follow the bouncing ball and sing along with mummies as everyone who can - shows up and dances and parties. Song lyrics offers clues
Chamber 3) Maze entrances to other chambers and an exit to the exterior. Some passageways connect to other structures
Chamber 4) hotspot compartments and the treasure tomb entrance

Structure 2: ART/ Hieroglyphics
Several chambers are hidden inside this structure and require some thinking to access the doorways

Chamber 1) Hieroglyphic message wall. Create a hieroglyphic message. to open doors
Chamber 2) Hieroglyphics will animate when selected and will provide clues
Chamber 3) Interpert Hieroglyphic wall.
Chamber 4) Multiple doorways. Some reveal gag animations. Some reveal · Mazes and the treasure tomb entrances.

Structure 3: DOOM TOMB/BUILD
A series of chambers connected by narrow passage ways and mazes. Be forewarned, this is an evil place. Mortals and immortals will shoot and attack. It's the shoot-em-up twitch game play structure. In addition: mummies will grab any of your friends that you may have with you (Pepper perhaps) and drag them away and hide them in secret vaults. Rescue, deconstruct and dodge the danger.
Building is required to move from chamber to chamber

The Sphinx Temple is the residence of King Rom Dot Com. This is your main screen for **OGEL**. Discover maps and clues, treasures, etc. Several build puzzles to access several doors. An image of a duck sits above the doorway. 5 bricks are at your disposal. Create the duck as pictured and the door opens.

NOTE: During Level 2: ALL locations become dangerous mazes. Some entrances and exits are closed off randomly. It's a white knuckle-twitch escape game and you're in charge.

THE TREASURES

The coveted **OGEL Ruby**, so enchanting, is the Forgotten City's memory chip. Once removed from it's location, chaos follows. (See 'Levels') The bad toys will steal it for their private collection, because that's what bad toys do.
They did it once already afterall.

The Silver Brick is another coveted treasure has unlimited power. Once in your possession, it makes you invisible to the Guardians and Bad toys. (Programatically, all obstacles are disabled.)

The Rosetta Brick contains important directions on how to access the secret chambers found in the structures below
This Rosetta Brick has a hieroglyphic encryption on it's sides. If this brick is placed on a specific brick (discovered by solving riddles), The hieroglyphics are translated on the 2nd brick. Brick 1: Hieroglyphics ,Brick 2: English translation.
There are other bricks to be found. If these two bricks (Brick 1 and Brick 2) are consequently placed on a third brick. Other language translations appear on each succesive brick: Brick 3: French, Brick 4: German, Brick 5: Spanish. Clicking on the English, the French, The German and the Spanish Brick (once in place) will prompt a V.O. in the language selected reading the clue. (A possibility exists of finding an Egyptologist to to read the Hieroglyphic brick in ancient Egyptian as well.)

Message examples would be along the lines of: "Follow the tunnel to your left while facing the sun." or the Sphinx may say: "What hops and has big
ears and sits upon my head and should be all blue?" This would mean change his "hair" to all blue.

Other Treasures

Red Herrings, A Wooden Duck (very early LEGO toy. will quack will selected),
Ancient LEGO kits (quick builds when clicked on), goblets, coins, maps and hieroglyphic messages

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RIDDLES, PUZZLES AND CLUES

Hieroglyphics play a major role.
There are several interpretive methods.

1) one to one translations from the Rosetta Brick
2) Translate to English (Rosetta Brick) but the words are written backwards: must be unscrambled: daeR eht sdrow sdrawkcab.
3) Click and drag Hieroglyphics to spell out key words like: OPEN.

Building plays a major role.

1) With the available bricks build the images above certain door ways. There are a possible 4 builds available per room which will open one of four entrances.
2) Free form build with music-associated bricks. Music played once completed will open the appropriate door.
3) Rubric cube like solutions and pattern matching.
4) Arrange icons and colors on door to match signage above the door
5) Building the hot air balloon may be needed to reach a doorway above ground.
Find the Professor for his hot air talks to fuel the balloon

Riddles play a major role.

1) King Rom Dot Com (and others) will talk in riddles. Figure them out and directions through the mazes are revealed and sometimes just a good joke.

2) Characters will tell you information or give you directions, sometimes inadvertently.

3) Tracks and other physical clues will help the heads-up player

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MODEL OVERVIEW

INVENTORY (* indicates: need to be made up from existing LEGO pieces/ Does not exist in the kit)

Spirit Translator *
Snake Bite Kit *
Maps
Camera
Weapons: swords, pistols, rifle, spears, The Debricker*
Archeological tools-of-the-trade: picks and shovels, sextant, binoculars, magnifying glass, knapsack, torch, supply chest(s),cups, pans, dynamite.

OBSTACLES

Trap Doors
Booby traps, wacky stuff*
Weather conditions:
    Flash floods*
    Earthquakes/rock slides*
Mazes, Quick sand*, snakes, scorpions, spirits, skeletons and mummies

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VEHICLES

Antique Cars (4 types), Antique Truck
Air Balloon
Sarcophagus (casket for mummies): may be needed to use to float down some flooded passages

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DASH FEATURES

gun fire button
radio
Key to turn the car on or off

TREASURES/ARCHEOLOGICAL FINDS
Each treasure has a specific power

Ruby (memory chip)
Silver Brick (power)
Rosetta Brick (archeological information)
Wooden duck toy
Kits from the 60's, 50's, 40's
Goblets, coins, maps and messages

MODELS (see model list/ separate cover)
Palm trees
Base Camp (tents), Obelisks, Entrance models (Anubis chamber)
Sphinx like structure, 3 main structures (see models)
(pyramid, incidentally is Greek for "small cakes" thus the name Desert Ala Mode)
The structures have chambers, passages and more secret interiors where activities take place (see Secret Chambers)

TALENT/VOICE

Some voices for characters
are already defined as they have
come from LEGO Island.

INFOMANIAC: Patrick Hagan
PEPPER: John Morris
BRICKSTER: David Landers
KING ROM DOT COM:
KIT ATTAWAY:
COLONEL or BARON VON BRICKOFF of BUILDOVIA:
PROFESSOR FITZ BRICKSWORTHY:
DOCTOR B. PILTDOWN :
DOUGLAS "DIGGER" McBUILDER:
LUCIE BRICK :
Mummies, Spirits, Skeletons: All talent above (as their second voice)
misc.
Radio D.J.: Terry McGovern
Mr. and Mrs. P.C. Goodplay:
Papa "Rootin-Tootin Roni:
Queen Gole (pronounced Golly) G.:
Dr. N.O. Vate:
Crystal Gelo (pronounce Jell-O):
X. Cavator (excavator):
Ranger Red:
The Bats:

MUSIC

Instrumentals
Theme song Intro
Base camp theme song:
Campfire song:
Arrival at **OGEL** song:
Theme song act I/EXPLORE:
Theme song act II/ESCAPE:
Theme song act III/CHASE:
mini-tune while trying to solve riddle:
mini-tune when doors open:
mini tune when Ruby is found
mini-tune when you're shot
Sphinx interior:
Structure1 (Music):
Structure 2 (Art and Science):
Structure 3 (Doom Tomb):
Build song:
Win song:
Lose song:
Instrumental Musicians presently being considered : Ray Manzerack and his son Pablo, Klezmania, Lorin Nelson, Peter Dunn, Ray Reagan, Michael Blakeman, Henry Salvia (and his band), Jock(guitarist c/o Justin)
Songs with Lyrics/Sing-along songs
Those being considered to date:

The BOBS
Tom Leher
Monica Pasquel
Ray Reagon
Kathleen N. Right
Lorin Swelk w/Megan, et al
Decal
Annie Wallis
Donald Siegal
SOVOSO
Oakland Interfaith Gospel Choir

Radio show jingles:

Doug Boyd, Kathleen N. Right, Annie Wallis

ROUGH ANIMATION ANALYSIS/COUNT

Introduction/Pre-rendered video: 30 second to 1 minute
Parting fog / Fly over landscape/land

INTRO: Base Camp: 8
Scorpion walk
Snake walk
Anubis wiggling
Infomaniac Jumping Out
Infomaniac: Removing hat and producing the base camp
Infomaniac: First time Welcome/Invite
Infomaniac: Subesquent Welcome/Invite (N)
Infomaniac: If user returns during game (N)

Inside Tent: 40
Infomaniac explaination
Infomaniac prompt
Infomaniac wait cycle
Infomaniac click helps: 20
Registration book
- wiggle
- opens
- save game
- closes
- functions/enter name,etc.
- Maps, radio, archeological finds and various Hotspots:10

Exit/close

Outside 35
Palm trees (maze):3 gag animations/relative
River/Bridge: 3 gag animations
- Deconstruct
- Reconstruct

Campfire
Wiggling box
Pepper jumps out
Pepper greeting
Pepper help:10
5 main characters x2: 10
Inventory/Pack opens/pack closes

Entrance to OGEL 20
5 entrances/ 5 puzzles X 3
OGEL rising from the sand
3 relative animations

Sphinx/Main Structure:
King ROM DOT COM greeting/first time and 3 subsequent
Exterior relatives: 5
Puzzle X3
Interior:

Structure 1:
Music puzzles
Structure 2:
Art and hieroglyphic puzzles
Structure 3:
Build puzzles

Level 3 Exterior/Landscape
An intricate maze of roads and tunnels through cliffs and vast desert vallies with an occassional oasis or two about. A river with rebuildable bridges.